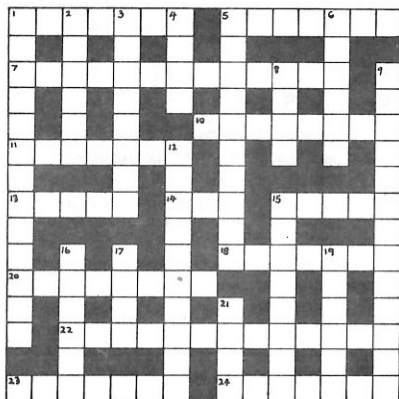


ACROSS

1. Clouded result of nuclear explosion (7)
5. Meeting against doing what's best in the circumstances (7)
7. Lot roamed about the street after a U.S. soldier or scientist (13)
10. Expressing sorrow for cheap accommodation one hears (8)
11. A tree in the east might gratify (7)
13. Joint account in the bank ledger (5)
14. Point at and make a drink (3)
15. Italian might wander about the north (5)
18. Grass circle behind power craft (7)
20. Void legislation is a senseless doing (5,3) *in for Timothy Brannan*
22. Sporting event changes as actors begin (7,1,5)
23. Part of the body with a charged particle (7)
24. Editor goes back to work for merit (7)



Name.....
Address.....
.....

Solutions to reach us not later than May 20. First correct solution selected wins a fortnight's holiday for two in Rimini or a £1 book token - whichever is the cheaper. O&W credit may be preferred to a mouldy old book token.

SOLUTION NO. 2

£1 O&W credit won by:
Robbie A. Warriner
University of Reading

In support of the anti-vivisection society, we will accept photocopied solutions



DOWN

1. Grasping the informal agreement (13)
2. Sweet instrument (6)
3. I came back and spilt tea. What a waste! (8)
4. Plant underground or back to back (4)
5. Lucky escape from the barber (5,5)
6. Put before them an old song of praise (6)
8. Sight part of their island (4)
9. Poetically goes back in the car without the engineers (4,4,5)
12. Lineage of late drawing (10)
15. Scrape out fifty-one copies (8)
16. Lit up in the cab back to the sea (6)
17. A course disorder (4)
19. It might alter the bridge score (6)
21. Old lag educated within (4)

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no.4

10p



the newsletter from games workshop 15 bolingbroke road london w14



Faced with the alternative of my annual Easter visit to Manchester, I had no second thoughts about accepting an invitation to attend the opening of the London Go Centre on the 29th of March. An historic occasion in the establishment of the game in this country, the Centre officially opened on that day at 12 noon and plans to open daily from noon to 11 pm for Go play, talk and advice, and incorporates a small shop selling sets, boards, stones and literature. It's quite a place.

I arrived just as the speeches were being wound up and the eats were served. After gorging themselves on a fantastic selection of meats, goos and drinks, everyone settled down to a quick game or chat before the rest of the day's events - I was thrashed miserably by David Wells of G&P on the Workshop's latest creation, a Go-ban (standing Go board).

The event of the afternoon was a match between Koaru Iwamoto, a Japanese grandmaster, and Paul Prescott, the reigning British National Go Champion, which was won quite comfortably by Mr. Iwamoto. Preparations were then made for a series of simultaneous matches which the Japanese grandmasters (who had been flown over specially for the opening) had agreed to play, but I left before these started (you guessed it - I had to be going). No one else, though seemed to have any intention of leaving, but this was not surprising with such a congenial atmosphere. The Go Centre certainly does deserve every success for its initiative in founding the first full-scale permanent centre devoted to Go outside the Orient.

SJ

More on the Go Centre inside

owl and weasel

SALUTE 75

On Saturday 19th April the South London Warlords held their annual one-day exhibition at Chelsea Old Town Hall. This exhibition, catering mainly for table-top wargamers, included displays, demonstrations, painting competitions and trade stands (one of these being on behalf of Games Workshop and manned by Zailin doing his utmost to unload great piles of waste paper known to some as Owl & Weasel).

The event attracted the public in great numbers and people flooded in, despite the 30p admission charge, to discover what it was that turned a person on to wargaming. Was it megalomania, suppressed natural aggression or a lack of anything better to do? The demonstration games certainly provided a lot of entertainment for the onlookers, many of whom had no idea how impressive a painted army or how complex wargaming rules could be. A command table was set up on stage and progress of the individual games was relayed to the spectators through the P.A. system. Games covered included WWII, Ancients, A.C.W., Napoleonic, English Civil War and Science Fiction. Some tables even allowed spectator participation in an attempt to attract more people to the world of wargaming.

At the end of the afternoon the well-known wargames author Charles Grant presented the prizes for the painting competition and so ended Salute 75. For further details on S.L.W., contact G. Bain, 205 Ashdean, Deacon Way, London SE17.

IL

THE OWL AND WEASEL is Games Workshop's monthly newsletter, power packed and supercharged with news, reviews, articles, inanities and pseudisms on games. Comments and contributions, on any games related subject, are welcomed. Criticisms are largely ignored. For further details of the Workshop's many other activities, please send a stamped, addressed envelope to the address above. Members of the Workshop are: John Peake, Ian Livingstone and myself, Steve Jackson.

First in our series (of one), "Lunatic Games of Insanity" is a game of ancient and honourable origins enjoyed as an outdoor sport by the Romans and revived in England in the Middle Ages (using live rats as tokens) with the advent of the Black Death. Here, then, is the 1970s version of:

GRAB

First of all, move all the furniture in the room up against the wall (*?) - quite a bit of space is required. You need an old pack of cards which you're not too bothered about never being able to use again, and two sets of pieces; one as lives (pennies will do), and one as tokens (anything small and solid eg. Diplomacy shells, thimbles or superballs).

Right. Take from the pack the Ace to n (n being the number of players) in each suit. The rest of the pack is not used. Issue each player with 3 life pieces and then place n-1 tokens in the centre of the group (who are by this time either sitting in a circle on the floor highly intrigued by what's happening or craning their necks to watch the last 2 minutes of Alias Smith and Jones).

Monopoly Variants Dept.

MONOPOLY VARIANT FROM GEORDIELAND

Only one simple additional rule transforms the game; it runs:

- Upon a player landing on/passing Go with more than three properties in uncompleted sets, this player must put one property up for auction. -

The following may be used in conjunction with this rule:

The bank is allowed to bail players out of trouble so that no bankruptcies occur. Play is to a time limit.

These rules remedy some of Monopoly's worst defects, viz:

(1) Difficulty in making up sets (2) Bankruptcies (3) The long, boring endgame.

Dick Appleton.

Thanks, Dick. The first rule sounds worth a try, but I'm a bit dubious about the idea of Labour-style handouts from the bank to save players who have either been unlucky or have not managed their affairs well. I agree, though, about the endgame. -SJ-

Shuffle the cards and deal 4 to each player. As in Pit, players must try to collect sets of all four of the same number. Trading is simply by passing cards, one at a time, round in a clockwise direction - but as quickly as can be coped with; you're not imitating a Bodhisattva convention.

As soon as one player has collected a set, he grabs the tokens, keeps one for himself, and flings the rest around the room, whereupon the other players scramble madly to get hold of one. Broken arms, ruptured spleens and footprints on the kidney all contribute to the pace of the game. One player (usually the most seriously injured) will be left without a token and must pay the terrible penalty for such inexcusable personal incompetence; he loses a life. Aaaaaarrgh!

The rest is obvious; play continues until one player is out of lives. He is the loser and the other players must then show their contempt for him by giving him a little tap of disapproval on the back of his hand, calling him names from the Noddy Book of Toyland Obscenities and so on.

Grab is a great game for getting to know people intimately. Remember - anything goes, so when you test out your interpretation of 'anything,' remember that the slap in the face you get in return is also part of the game.

Squawk.

FRINGE GAMES

Feudal Clans

The Scottish Clan battle game - as featured in Games & Puzzles "Readers' Games" section.

Available from the Workshop at £1.15 inc. postage & packing.



Articles, news, reviews, events, puzzles etc. are gratefully received for possible publication. What do you get? Hmmm. Contributors get a free copy of the Weasel they appear in, but apart from that, only world-wide fame!

Table Topping

The most popular form of wargaming (excluding chess) is undoubtedly the table top variety. In this, the first of what will hopefully turn into a series, ERIC PALMER introduces the hobby. Take it away Eric.....

If we are to conduct a beginner through all the exciting arts of war-gaming - painting and organizing armies, modelling landscapes, planning campaigns and fighting battles - we had best begin at the beginning, and that means with the "Little Wars" of H.G. Wells. This was published in 1913 and pathetically and prophetically made the plea that wargaming was a reduction of war to intelligent proportions - a plea that went unheeded, but which we can safely make today when we are accused of being war-mongers or bloody-minded; we have reduced our wicked fantasies to manageable and harmless dimensions.

A newcomer could still play Wells' game with some enjoyment, for it preceeded all the modern efforts to introduce "simulations," time scales and ratios which so complicate some peoples' games today; I have met rule books calculated to rob any game of all pleasure and set up endless arguments.

And so, for a first article, let us describe the first of all published war-games.

It was designed to be played on the floor of an empty room, but as a boy I played it hundreds of times on a floor cleared as if for a dance, with the furniture dragged into the corners. This was, however, before the invention of the 20mm. figures and we had to use Britains' excellent lead soldiers. With the 20mm. armies of today, the game really has become table-top.

Our countryside was simple, and the beginner could keep it so. For hills we had planks of wood, one on another, or sometimes large books covered with green cloth. Woods were privet cuttings stuck into holes in one of the planks, and houses were square blocks with triangular prisms placed on top for roofs. Roads we had none, and rivers were strips of blue cardboard; it all looked better than you might think.

The armies were equal in number and were arranged as we pleased along a base line at each end of the room; we found that a very small force gave quite an enjoyable skirmish - much better as a game than some of the 'simulations' I have seen involving hundreds of men. Cavalry moved two feet and infantry one foot per move on the floor, and with 20mm. men and the table-top, this became one foot and six inches respectively. The guns moved with whichever type of troop was taking them and could not be both moved and fired in the same move. Each fired four shots per move, but only if it had four gunners, out of cover, exposed beside it. For 20mm. play this was reduced to two shots and two gunners.

We used Britains' 4.7 naval guns, which actually fired, but because their effective range was not great, any man or horse actually touched by a shot, even by one rolling after landing, was 'dead' and removed. This limited the power of guns and made the game more an affair of charging and timely employment of reserves, so that we had a more intelligent game of skill. In a charge, the cavalry counted as two points and the infantry as one each. In a melee, points were counted and the smaller number subtracted from the larger; this figure was the number killed on the losing side. If the losers could not lose this number, then they surrendered without loss to the winners. Normally, half the number resulting from the subtraction was the number killed on the victorious side. The losing party now had to retreat on their next move, so that the victors could follow up their success, move after move, until the losers were driven off the table or over the base line, unless they were reinforced. And that is where a real element of tactics enters, for reserves must be hurried to weak spots to save complete disaster.

As 20mm. guns do not fire, some use of dice must be made, such as: 1,2,3 = miss and 4,5,6 = hit. As there were no roads, no different speeds of movement were necessary. Sides took turns in moving and the whole thing could not be said to resemble any particular period of real warfare, but it was a damn good game and captured the enthusiasm of everyone we introduced it to. The fact that it was a good game is often overlooked by some of those who have published books of rules on the fire power of all sorts of different ancient guns and the speeds of different sorts of cavalry on different sorts of land. However, we might have to look at the more sen-

Table Topping (CONTD.)

sible of these developments later. Meanwhile, why not try H.G. Wells? If your nephew has a collection of toy soldiers, you are as good as started; and this game lends itself to the intelligent employment of the excellent Cowboys and Red Indians you are tempted to buy!

Eric Palmer



A few details for anyone interested: The London Go Centre is run by Stuart Dowsey, who has recently returned to this country after spending several years studying the game in Japan. He is also a regular contributor to Games and Puzzles on the subject. Full membership is £4.00 per year (there are various concessions to students and juniors) and members are entitled to 20% discount on the shop's goods. The Go Centre itself is part of a peculiar 'complex' incorporating a dance studio, a squash club, a gymnasium, sauna, hairdresser's and God knows what else, which I discovered, to my astonishment, on a quest for the weeny room. Go Centre members can use these facilities, or get special membership rates - some-

* Wargames Research Group *

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If you should wish to place an order or require further details, then please write to:

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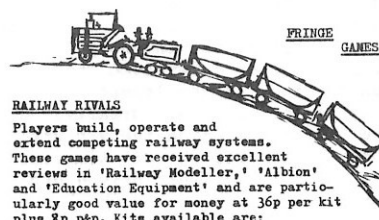
thing like that. Anyway, all enquiries to the Centre at: 18, Lambolle Place, London NW3 4RG.

NATIONAL HISTORIC MILITARY VEHICLE

RALLY

On May 31st and June 1st, this show is to take place at Windsor Forest, nr. Winkfield, Bucks. On the face of it, it sounds like a unique and interesting event. For one thing there is to be a low-level aerial dog-fight between two Spitfires. There will also be a military pageant featuring authentic WWII American, British and German convoys with uniformed personnel. These two events will be on June 1st, while May 31st will be a club and enthusiasts' day with an auction covering vehicles, militaria, books, vintage toys and vehicle spares.

Supporting all this, on both days, will be a collectors' bazaar, funfair and a Land Rover display. There are camping facilities for those wishing to attend both days. By the way, if you happen to own a WWII British vehicle and can provide a uniformed driver (and passengers if possible) then the organizer of the event, John Carter of Smewins, Shottesbrooke, nr. Maidenhead, Berks. (Tel. Shurlock Row 539) would like to hear from you.



RAILWAY RIVALS

Players build, operate and extend competing railway systems. These games have received excellent reviews in 'Railway Modeller', 'Albion' and 'Education Equipment' and are particularly good value for money at 36p per kit plus 7p p&p. Kits available are:

1A - S.E. Wales 1B - London to Liverpool
1D - New York to Chicago 1G - Central Scotland

Also available:

Superpack SPCE containing 1A, 1B, 1G and S. Scotland. With adhesive clear plastic film for covering boards....£2.00 inc.p&p.
Railway Rivals Handbook.....18p + 6p p&p.

All orders to the Workshop; address on p. 1

FILMS

Urban Systems

"What games freaks are lacking is an edjumacation in the cultchural arts."
K. Norbert McLupin

.....So we've decided to do our bit by reviewing some of the films we've been to see recently.

Inevitably, though, we come out of the cinema wondering why we even considered going in the first place, when we could have been sitting at home playing 1914 or Infinity or something equally as entertaining - in fact we could've bought a game, admission prices in the West End being what they are. (Worth considering)

So here is the Weasel Film Review. If you've peeked at the list, you're probably wondering what Dealer's Choice has to do with The Night Porter. The films are rated according to games which we would've only just rather have stayed in to play.

DEATH WISH - About a mugger mugger. Goes on a bit: Win, Place & Show.

THE NIGHT PORTER - Don't be influenced by the ads; it's neither sadistic nor erotic: Dealer's Choice.

BLOW-OUT - Watch 4 Frenchmen gorge themselves to death, or take it as a comment on decadence: Two-Car Formula One.

EARTHQUAKE - Okay, it's a gimmick, but it's not a bad one: Hare & Tortoise.

EMMANUEL - Erotic? I thought so, and gives it: Stalingrad. I wouldn't know about such things.

THE VALLEY - Absolute bloody rubbish; don't be conned: Snap.

SJ

identical to Dirty Water. There are plenty of chance cards and a turn consists of throwing the dice, landing on a square, and taking a card or buying units. As in Dirty Water, decisions have to be made, but it's virtually impossible to make strategic decisions, as the fate of your country is determined largely by chance.

ECOLOGY - is likewise a disappointment. Players advance through the various stages of man's development: the hunting age, the agricultural age, the industrial age and finally into the environmental age, trying to achieve an ecological balance by satisfying certain conditions upon landing at an Ecology Test Square. This game is a little more original than the other two, as movement is to a certain extent determinable, and one player can wage war on another: it's even possible for an advanced player to use atomic bombs against another's bunch of savages still in the hunting age! But again, it's basically just dice and cards.

SMOG - I haven't actually played this yet, so it'd be unfair to criticize it. It looks, however, to be in a similar vein to the rest, but dice are not used. Players move around a Decision Tree, making choices from several alternatives as to which way to move. The object of the game is to produce a successful abatement scheme which limits the city's air polluters (factory chimneys, transport and waste disposal units) without offending too many of the city's voters.

The only point in favour of these games is the quality of the equipment. SMOG, for example, has plastic pegs representing industries, families etc. which peg into the board, and smoke plumes pop on to the top of these - they're all solid and fit well.

If, like me, you're intrigued by games titles such as: Ecology, Population and Smog, let this review serve as a cautionary warning. Urban Systems Inc. are an American company producing a number (I think it's 6, now) of games with topical themes. They're all similar in appearance, with sturdy boxes, heavy boards and good quality equipment - but they're all terrible games, depending 90% on luck and involving very little player interaction. As simulations, they're hopelessly inadequate - much too simplified - but they're obviously trying to be educational simulations because of the fact that they make use of many technical terms, and there's usually some spiel about the particular environmental problem in the rule book.

DIRTY WATER - is the worst of the lot. Players try to build up stable populations of aquatic organisms in their own lakes by filling up a blank pyramid. Organisms are on little tiles and are collected simply by landing on the appropriate squares around the edge of the board, movement being Monopoly-like. These tiles are then placed on the pyramid in appropriate spaces. There are some decisions to be made, such as whether to protect one's lake against pollution, but interaction takes place only when pollutants from one lake are washed downstream into a neighbour's.

POPULATION - is similarly bad. Players are in charge of a country on a fictitious planet and try to develop the population and resource (agricultural, industrial, medical and educational) units so as to achieve a balance with zero population growth. In actual fact this is done by crossing off squares on a pyramid sheet as the units are acquired - virtually

U.S. Games (Contd.)

Dirty Water has a very colourful board and pieces. Urban Systems have adopted counters of a distinctive doughnut shape - presumably just to be distinctive (although a ring is needed for Smog pieces).

Urban System games are available in this country (if you're still interested) from both Hamley's and Just Games. One of their latest additions to the range has been "Women's Lib." Say no more.

SJ

GAMES NAMES

Walter Luc Haag - Postfach 229, CH-4018 Basel 18, Switzerland.....

Publisher of "Europa," the most comprehensive war/adult games magazine published now that Albion is no more. Europa (mimeo, 30-50 pages, bi-monthly, English, price per issue: S.Fr. 1.60, min. sub. 5 issues) is not recommended for light reading - it is crammed with reviews, letters, comments and articles on Conflict-Simulations (as he prefers to call wargames) including board, TT, Diplomacy, SF and other adult games - but is a must for the serious wargamer, having a large following of some of the top names on the international games scene. Personally, I would like to see quantity sacrificed in favour of quality, but this must be difficult with so many contributors. Walter also edits "Bumm" - a German-written Dippzine, and sells Tactical Studies Rules. Subs. to Europa may also be obtained through David Watts, who acts as British subscription agent. David, known to many as the inventor of the Railway Rivals series, has been expanding his interests into the field of 'Books by Post' selling several games books eg Discovering Old Board Games (Bell)-45p, Gamut of Games (Sackson)-£2.40, Board and Table Games (Bell)-1:70p, 2:£2.15. Lists on request to David at: 32 Eastleigh Drive, Milford Haven, Pembro. SA73 2LY.

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FRINGE GAMES

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MAKAHIT

Notice Board

Julian Courtland-Smith (685A High Road, Tottenham, London N17 8AD) would like any information on "Royal Reversi". Can anybody help?

C.A.N. Lovett ("Brierley", Mill Lane, Felbridge, East Grinstead, Sussex) would like to buy a copy of Battle Royal (Pepps). If you have a copy that you wish to sell then please contact him.

Postal games players who are looking for opponents can advertise free in the Owl and Weasel.

Ian Livingstone (40 Games Workshop, 15 Botolph Claydon Road, London W14) is trying to build an ancient Macedonian table-top army but is so lazy busy that he would be interested in buying an army already painted. Is anybody fed up with their Alexandrian army?

Roy Coleman (2 Newlyn Drive, Sale, Cheshire) wants to buy or obtain information on a game produced in 1909 to commemorate Shackleton's expedition to the South Pole. It could be called "Furthest South".

USED GAMES

	From The Workshop
DUNKERQUE - 1940 (Simulations Design Corp.)	£3.50
FRIGATE (S.P.I.)	£2.75
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MEDITERRANEAN (Parker)	£1.75
SMOG (Urban Systems)	£2.75
SPECULATE (Widdingtons)	£1.50
STOCKBROKER (Intellect)	£2.25
TOTOPOLY (Widdingtons)	£1.25
1914 (A-H)	£3.50

Please add 50p p&p per game. Callers welcome.

Ed's page

This month's ed:

Steve

Not much in the way of news this month except on the Workshop front. First a couple of announcements: The increase in postal charges has had a serious effect on us as, no doubt, it has on you. Our used games scheme is now totally impractical and will have to be changed if it is to continue. Our correspondence has also suffered.

Used Games

As double postage just about doubles the cost of the game, we'd like to change the scheme from the "you send to us, we send on" arrangement, to one in which we advertise your used games (for 5p/game) in the Weasel. So in future, all you have to do is send us your lists plus 5p per game - you set your own prices. (Sorry about the advertising fee, but the Weasel isn't cheap to produce - we've only broken even once; never made on it, and the used games income contributed towards printing costs)

Games Day

Now the good news. We're thinking of... no, planning - a games day in London sometime later in the year, if there is enough interest. There was a Games Convention organized by Hartley Patterson & Co. for 1975, but the idea now seems to have been abandoned (Hartley - please tell Tony Anderson to let us have our registration fee back, and to open his mail).

Our Games Day will probably be on a Sunday in the late summer or autumn, and it'll be a 'bring your own games' type of event. Anyone interested? If so please let us know so that we get some idea of what sort of support we'd get.

Misc.

Workshop history was made on April 29 at 8:52 am, when we received a subscription from Sue Kamlish, our first female subscriber! Told you women played games, Ian! Anyway, thanks, Sue; we're glad to have you aboard. (Ooh! 'Scuse me.)

Games inventors - if you're having trouble getting hold of dice and counters for your games (any sort of dice: standard, special, doubling or blank, in any size; and most of the standard sizes and colours of counters), we can supply them.

Letters

Some of you have probably noticed a slight delay in receiving replies to letters which is, admittedly, through some fault of our own. We are trying to send letters out, wherever possible, with the newsletter. Urgent letters are, of course, answered straight away. Stamped, addressed envelopes are greatly appreciated.

Weasel Subs

Exactly how much does your Weasel cost you? Here's the breakdown:

Owl & Weasel	10 p
Postage	5p (GB only)
Envelope	2p
Total	16 p

Yes, it's expensive, and we're willing to cut down in any way you might suggest. Maybe you get envelopes free and could self-address them and send them to us - until recently, we paid nothing for envelopes; no one has been charged for such an envelope. Perhaps you'd like to receive the O&W bi-monthly (ie. 2 issues together) to save on postage. Would you like a double-sized Weasel published bi-monthly at 20p so that postage would form a relatively smaller percentage of total cost? Let us know.

End of the Crossword?

This month's crossword will probably be the last you see, for two reasons: Firstly, we've had several letters from people who are most indignant that a whole page is wasted on a crossword which they've no interest in doing. Secondly, the number of solutions we receive indicates that there isn't much enthusiasm for the thing. We don't mind ending the crossword, so if there are no objections, we rest the case for the termination. All those in favour...

Starts next month: "Your life in the Stars" - Mme Zelda's horoscope guide